**Flight simulation**

Input devices: 1-Joysticks: Used when user needs to input direction and speed.

2- Touch screen: Touch displays allow the user to input information into the computer simply by touching an appropriate part of the screen.

3- 3D input devices: 3D trackers are often used to interact with Virtual Reality environments.

• Stationary Controllers (Small range of motion)

o Best for precise 3D element manipulation

• Motion Trackers (Large range of motion)

o Best for 3D region pointing or head tracking

• Virtual Reality Gloves (Datagloves)

o Hand gestures

• Head Mounted Displays - HMDs (Tracker+Displays)

o Best for 3D scene navigation/exploration.

Output devices: 1-Large monitors positioned around the user .

2- Screen.

3- Speakers.